

FIG. 1 is a block diagram of a computer system 100. The system includes a processing unit 102, a system chipset 104, main memory 106, graphics memory 122, a graphics accelerator 108, and a display device 130. The processing unit 102 contains a CPU 118. The system chipset 104 is connected to the processing unit 102 via a host bus 112, to main memory 106 via a memory bus 114, and to the graphics accelerator 108 via a bus 104. The graphics accelerator 108 is connected to graphics memory 122 via a bus 124 and to the display device 130 via a bus 127. The display device 130 includes a display panel 132 and a display controller 134. The system is also connected to an I/O bus 110.

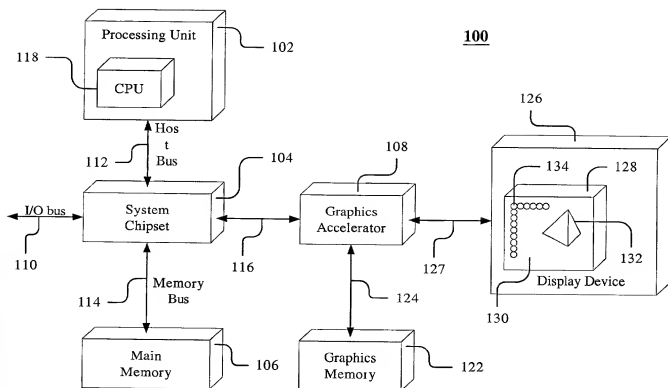


Figure 1

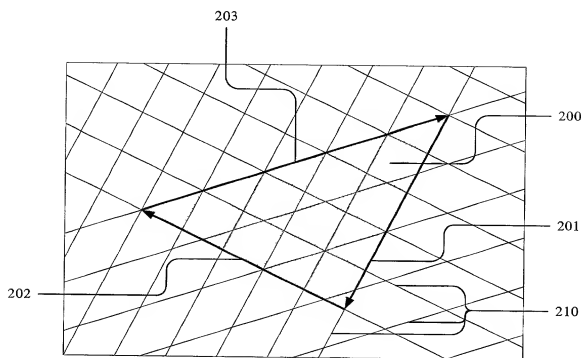


Figure 2
(Prior Art)

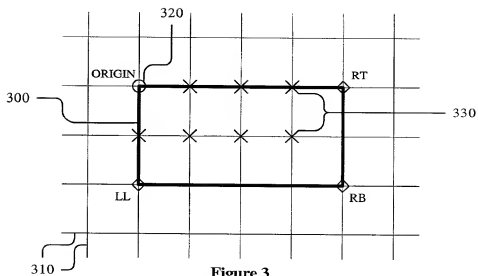


Figure 3
(Prior Art)

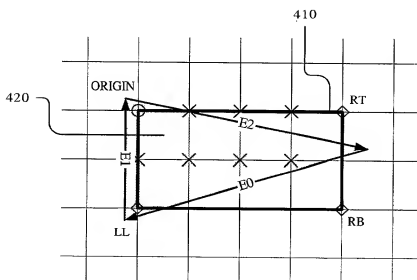


Figure 4
(Prior Art)

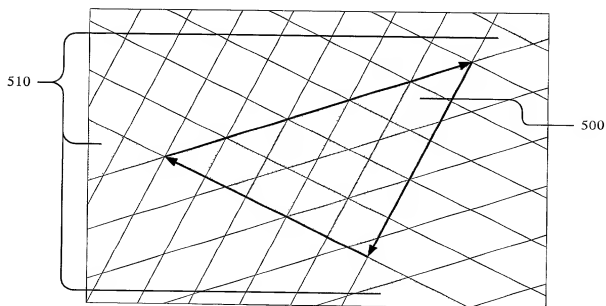


Figure 5
(Prior Art)

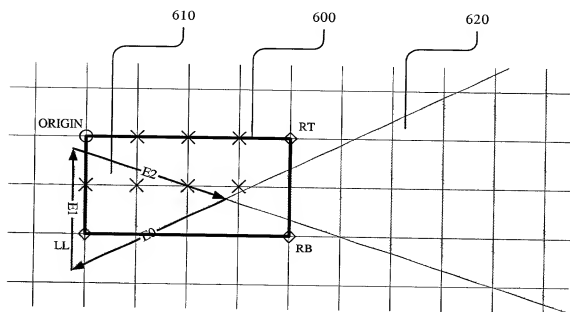
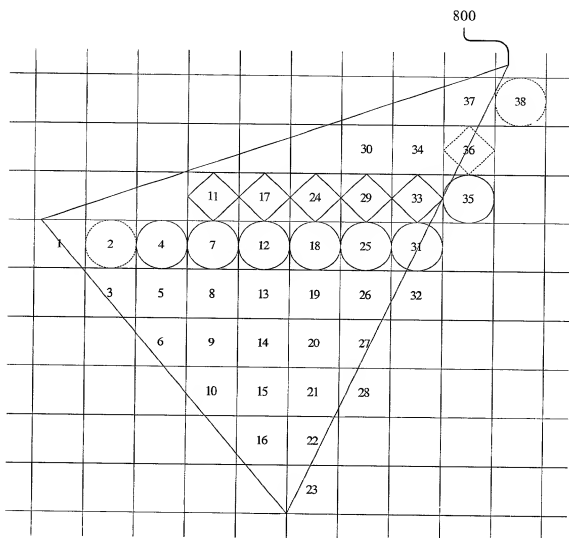
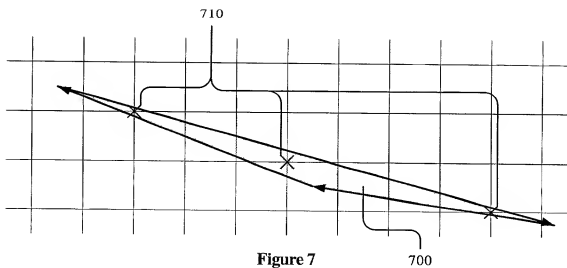


Figure 6
(Prior Art)



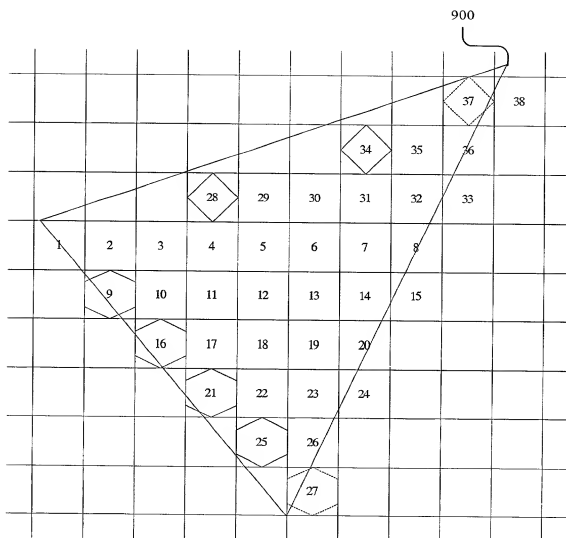


Figure 9

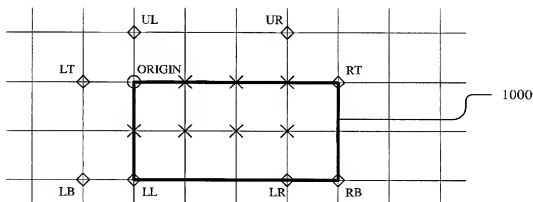


Figure 10

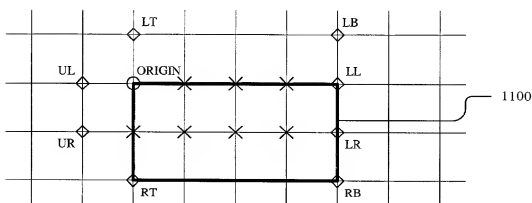


Figure 11

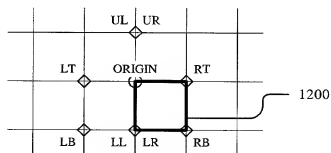


Figure 12

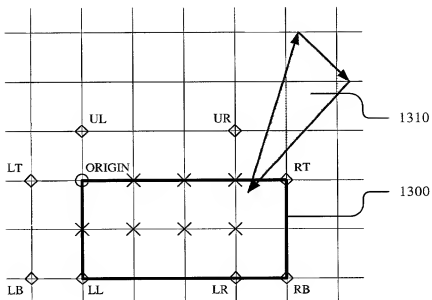


Figure 13

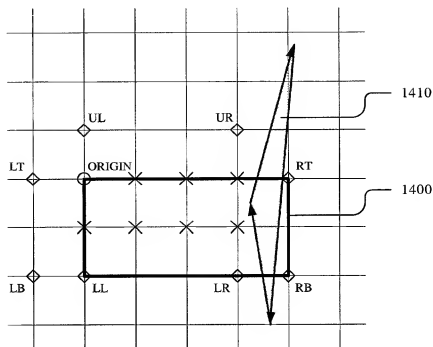


Figure 14

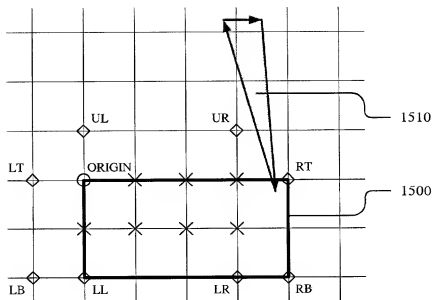


Figure 15

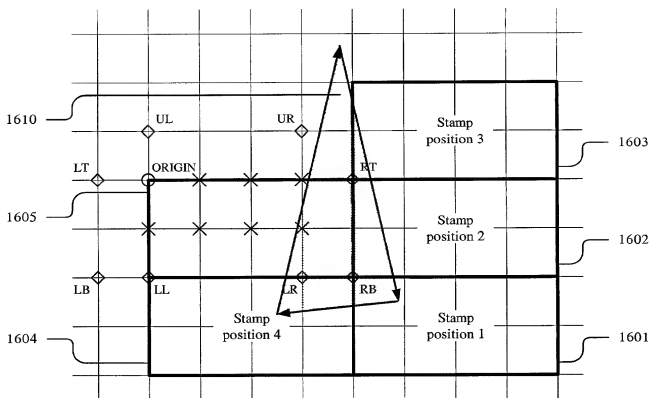


Figure 16

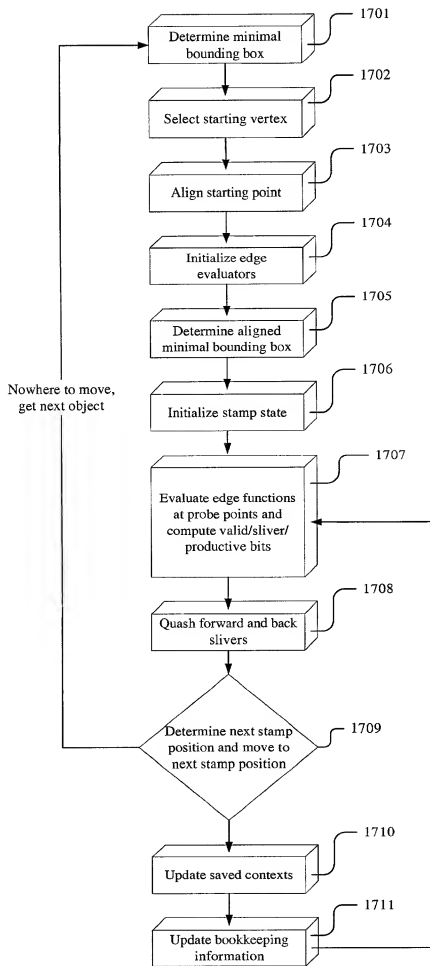


Figure 17A

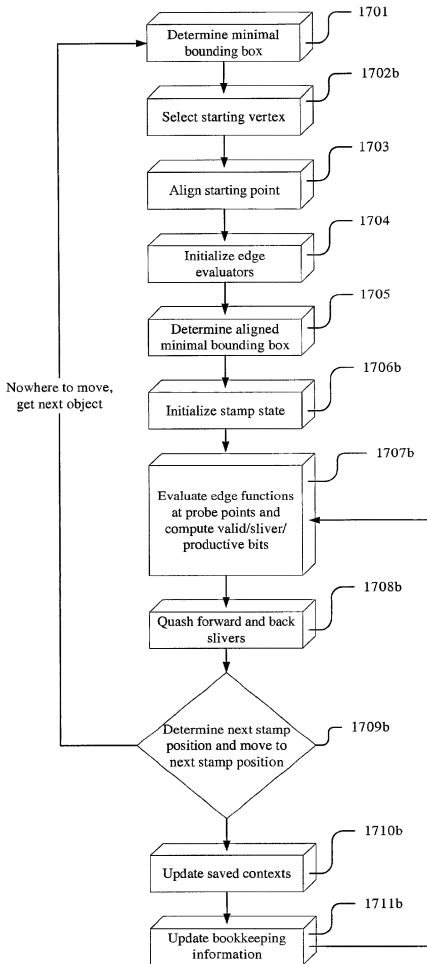
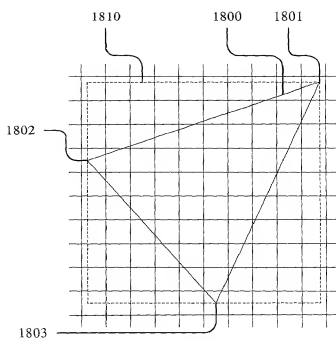


Figure 17B



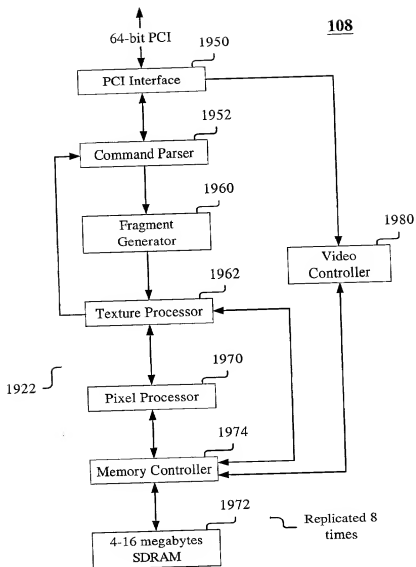


Figure 19

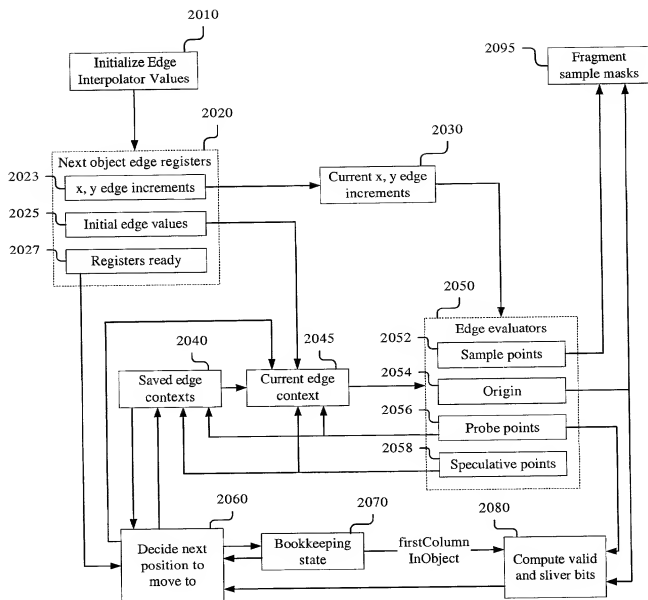


Figure 20

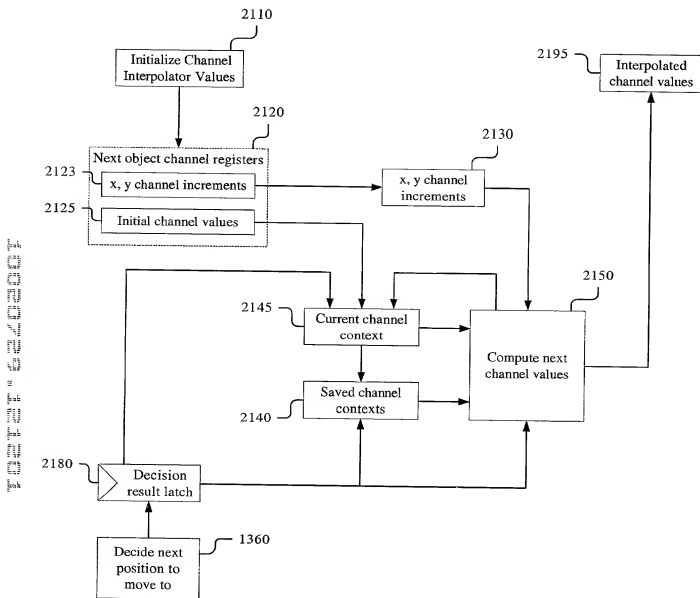


Figure 21

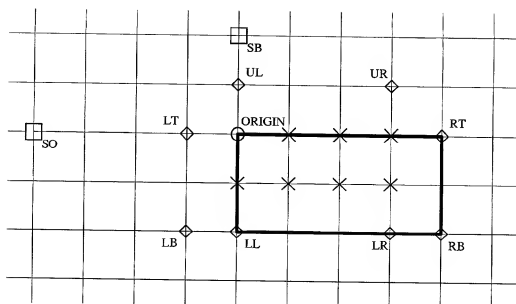


Figure 22

Edge context

Edge 0 function value
Edge 1 function value
Edge 2 function value
Edge 3 function value
Valid position bit
Sliver position bit

Figure 23

Channel context

Red value
Green value
Blue value
Alpha transparency value
Z depth value
Fog value
Texture coordinate u value
Texture coordinate v value
Texture coordinate w3 value
Texture coordinate q value
Texture derivative du/dx value
Texture derivative dv/dx value
Texture derivative du/dy value
Texture derivative dv/dy value
X coordinate value
Y coordinate value

Figure 24

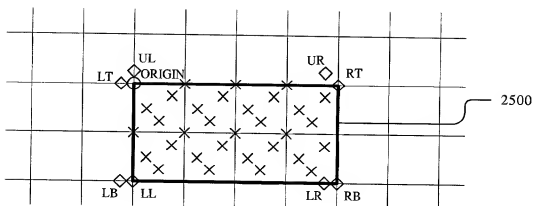


Figure 25

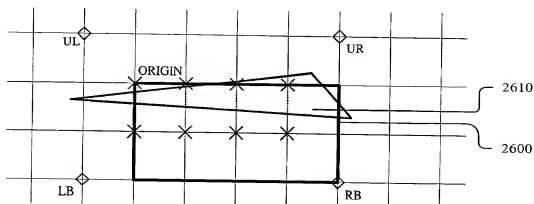


Figure 26

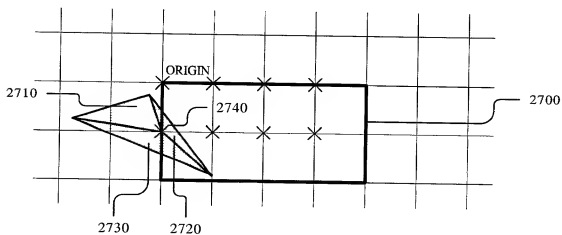


Figure 27

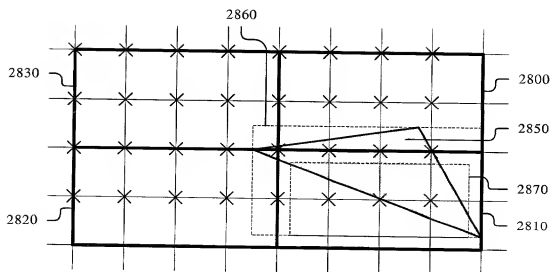


Figure 28